STAR WARS™

R 2 - D 2™

TAMAGOTCHI

INSTRUCTIONS

BANDAI®MD

8+ #88821 #88822

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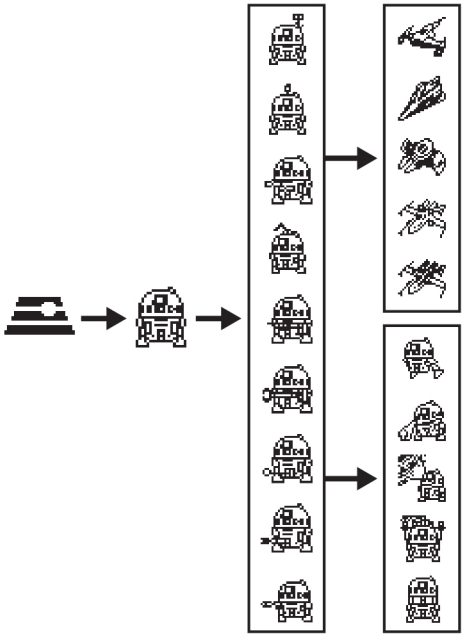
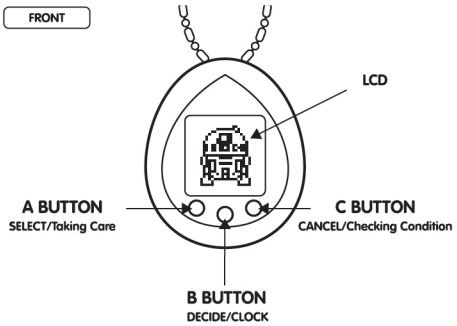
GROWTH CHART
Train R2-D2 into R2-D2 with various skills!

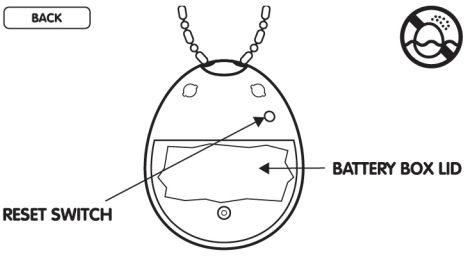


1 MAIN UNIT INSTRUCTION

FRONT

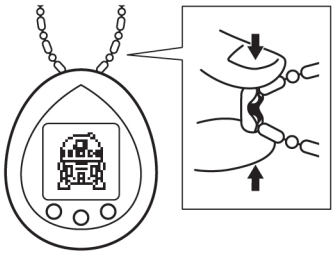


BACK



Please do not put Tamagotchi device in water as it may not work. Please avoid using or storing in humid places.

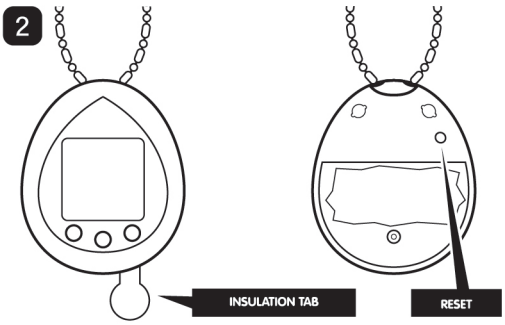
BALL CHAIN



Pinch the joint parts firmly to unlock chain.

Hook the tip of the chain into the groove and pull it strongly to lock.

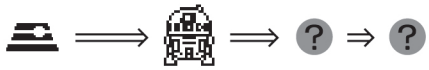
2



BIRTH OF R2-D2

1. **PULL** the insulation tab from side of Tamagotchi device.
2. **RESET** if necessary by pressing the reset switch on the back of the Tamagotchi device with a thin object like a pen or pencil point. Please do not press the reset switch too hard, or you may damage the Tamagotchi device.

3. **SET CLOCK** when hour is flashing, press the A button to select correct hour. Press the B button to confirm. When minute is flashing, press the A button to select correct minute. Press the B button to confirm. Press the C button to return to the previous selection.
   - **R2-D2 WILL NOT APPEAR UNLESS YOU SET THE CLOCK.**
   - **AM IN THE MORNING AND PM IN THE AFTERNOON. PLEASE BE CAREFUL NOT TO MAKE A MISTAKE!**
4. **R2-D2's BIRTH** after Industrial Automaton logo appeared.



INDUSTRIAL AUTOMATON™ EGG | **R2-D2** | **WHICH R2-D2 WILL YOU TRAIN?**

R2-D2 GROWTH

R2-D2 transforms into R2-D2 with various skills. How you take care of your R2-D2 determines which skill R2-D2 will have.

3 HOW TO TAKE CARE

HUNGRY

BAD MOOD

CALL

When R2-D2 calls, please press the A button and take care of it. If you do not notice the call, you can find out if you need to take care of it by pushing the C button. After taking care of it, you can still see R2-D2 reactions by pressing the C button. Reactions vary depending on which R2-D2 you are raising.

CHARGE

WIPE

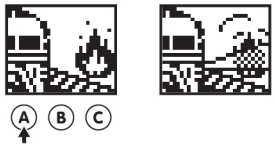
CHARGE

If R2-D2 is out of charge, press the A button to select and the B button to decide. Then press the A button to select and the B button to decide.

WIPE

If R2-D2 is feeling blue, press the A button to select and the B button to decide.

FIRE-FIGHTING



GAMES

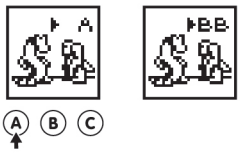
If R2-D2 wants to play, press the A button to select from the selection screen and use the B button to decide.

FIRE-FIGHTING

•PUT OUT THE FIRE!

Press the A button as many as possible in 15 seconds to put out the fire! If you succeed, the fire will be extinguished. If you failed, the fire continue to burn.

DEJARIK



PLAY THE "HOLOGRAPHIC CHESS"!

Press the button which is displayed in the right corner. Make sure if the letter appears twice, like "AA", that you press the A button two times! If you succeed to press right button, You win and Chewbacca loses. If you failed to press right button, You lose and Chewbacca wins. Play 5 times and don't let the Wookiee win!

CHEWBACCA LOSES

CHEWBACCA WINS

LIGHT

When R2-D2 sleeps, press the A button, select OFF from the selection screen with the A button, decide with the B button to turn off the light. When R2-D2 sleeps, only ON/OFF of light, ON/OFF of sound, and clock display operations can be performed. You can't turn the light ON/OFF when R2-D2 is awake.

FAREWELL

After 3 days of taking good care of your R2-D2, it'll start over and you'll get R2-D2 from the Industrial Automaton to begin training again.

CLEANING!

If R2-D2 grows into skill mode or special skill mode, dust will accumulate at regular intervals. Press the A button and clean R2-D2!

ESCAPE!

If your R2-D2 turns into Co-pilot mode and when the ship is attacked by enemy's ship, press the A button and escape from enemy's ship! As time passes, enemy's ship will take over the screen.

SICK!

Your R2-D2 will get stunned if you don't train R2-D2. Press A button to fix it. Be careful! If R2-D2 stays shocked for a long time, R2-D2 is taken by Jawas.

HOW TO RAISE NEW R2-D2

If you press the A button while holding down the C button, the opening crawl starts again.

LEVEL UP R2-D2

R2-D2 (Normal)	Access to basic mini-game ① and ② only

Upgrade

Skill Mode

	Playable Mini-game
Scanner Antenna	Secret Mini-game ①
Periscope	Secret Mini-game ①
Manipulator Arm	Secret Mini-game ②
Electric Prod	Secret Mini-game ②
Multi-Function Utility and Interface Arm	Secret Mini-game ③
Power Charge Arm	Secret Mini-game ③
Grasping Arm	Secret Mini-game ④
Universal Computer Interface Arm	Secret Mini-game ④
Utility Saw	Secret Mini-game ⑤

Upgrade

Co-pilot Mode

	Playable Mini-game
N-1 Starfighter	Secret Mini-game ⑥
Delta-7B	Secret Mini-game ⑥
Eta-2 Actis-class T-70 Interceptor	Secret Mini-game ⑥
X-wing Starfighter	Secret Mini-game ⑥
Poe Dameron's X-wing Starfighter	Secret Mini-game ⑥

Special Skill Mode

	Playable Mini-game
Rocket Booster	Secret Mini-game ⑦
Kerner Optical Holographic Projector ①	Secret Mini-game ⑦
Kerner Optical Holographic Projector ②	Secret Mini-game ⑦
Serving Tray	Secret Mini-game ⑦
Hydraulic Head Extender	Secret Mini-game ⑦

Secret Mini-game ① SPACESHIP SLOT

Press the B button three times to stop the display in order from left to right. Stop the display so that the same ships are in the middle row to succeed.
(Succeeding three times in a row will increase the speed of the display.)
Succeed all five tries for a perfect result. You will fail if different displays stops in the middle, or if you don't press the button to stop the display.

Secret Mini-game ② LIGHTSABER CATCH

Press the A button repeatedly for 15 seconds. With enough presses, you can channel the Force to grab the Lightsaber hilt released from R2-D2. If you do not press the button enough, the Lightsaber will fall to the ground.

Secret Mini-game ③ KEYHOLE ADJUSTMENT

The large outer ring and the small inner ring will rotate. Time the B button press so that the keyhole slit faces up for both the outer and inner ring as shown in the "Success" image on the top. (Press the B button once to stop the large outer ring, and then press the B button again to stop the small inner ring.) Succeed all five tries for a perfect result. You will fail if the keyhole doesn't stop in the right position, or if you don't press the button to stop the rings.

Secret Mini-game ④ YODA'S CHALLENGE

Press the A button repeatedly for 15 seconds. With enough presses, you will grab the light Yoda is holding. If you do not press the button enough, Yoda will be pleased that you couldn't grab the light away from him.

Secret Mini-game ⑤ EWOK'S TRAP

R2-D2 is trapped by the Ewoks! When R2-D2 appears, press the A button repeatedly for 15 seconds. With enough presses, you will cut through the net with the utility saw and escape. If you do not press the button enough, your utility saw won't cut through, and you will lose your chance for escape.

Secret Mini-game ⑥ FLIGHT SIMULATION

Move the control cursor to avoid the incoming TIE fighters or meteors. (Press the A button to move left, and press the B button to move right.) Avoid five or more TIE fighters or meteors to succeed. You will fail if the control cursor is hit by either a TIE fighter or a meteor.

Secret Mini-game ⑦ LETTER CATCH

The letters and numbers of each respective Droid's name will appear on the screen and fall randomly. The characters that appear will either be R2-D2, C-3PO or BB-8. Move the cursor and catch the same letter that is displayed on the top right of the screen. (Press the A button to move left, and press the B button to move right.) Catch all the alphanumeric letters that show up on the top right of the screen to succeed. You will fail if you don't catch the letter, or if you catch the wrong letter.

OBSERVATION

R2-D2'S MONITOR

You can view R2-D2's monitor after a certain time passes. After confirming what R2-D2 observed, press either the A button, B button, or C button to close the monitor.

MALFUNCTION

MALFUNCTION

Not attending to R2-D2's needs or leaving R2-D2 dirty will malfunction R2-D2. If R2-D2 malfunctions, keep pressing the A button until it fully recovers. (You can only display and fix the time, or turn the sound on or off, when malfunctioned.) If you leave R2-D2 in its malfunctioned state, it will be scrapped, so please be careful. ※You cannot control anything if R2-D2 is going to be scrapped.

JAWAS

SCRAP

If you leave R2-D2 in its malfunctioned state, or if R2-D2 keeps malfunctioning, it will be scrapped, and later be taken away by the Jawas.

>> To get a new R2-D2...
Press the A button while holding down the C button to get a new R2-D2 from Industrial Automaton.

4 CLOCK

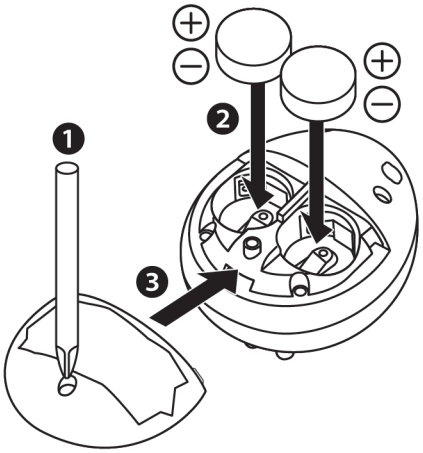
- **WHEN YOU WANT TO VIEW THE TIME**
  Press the B button when you see the R2-D2 on the screen. Press the B button again to go back to the screen.
- **WHEN YOU WANT TO SET THE TIME**
  Press and hold C button and press A button when you see clock on the screen. See section 2 SET CLOCK.

5 SOUND ON / OFF

Press the A and C button at the same time when you can see the R2-D2 on the screen. Select sound ON or OFF with the A button and confirm with B button.

- You cannot change sound if you need to take care of R2-D2.
- Please be careful if you set OFF for sound, you will not hear R2-D2's warning (calling) sounds.

6 CHANGING BATTERIES



NOTE: when battery dies and you restart, you begin again with the birth of your R2-D2.

1. Using a screwdriver, remove bottom of device. Adult assembly required.
2. Take out old batteries, insert 2 new batteries (LR44, 1.5V) making sure to align "+" and "–" signs properly.
3. Replace battery box lid. Please "RESET" again.

- **Please also "RESET" when operations don't work or when you see something wrong on the screen.**
- **Tamagotchi can't save data. Note that the history of play will reset if you change battery or reset.**

• Parents and guardians: Please read this entire instruction sheet before allowing children to play.

EN - In order to protect the environment, please do not dispose of this product with your household waste. Please dispose of it at a designated collection facility in your area.

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MADE IN CHINA **Manufactured for Bandai America Incorporated, 2120 Park Place, Suite 120, El Segundo, California 90245.**

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GB - WARNING! Not suitable for children under 3 years. Small parts. Choking hazard. Colours, contents and decoration of contents may vary. Not all products may be available in your country. Retain packaging and instruction as it contains important information. Non-rechargeable batteries are not to be recharged. Rechargeable batteries are to be removed from the toy before being charged. Rechargeable batteries are only to be charged under adult supervision. Different types of batteries or new and used batteries are not to be mixed. Only batteries of a recommended type or similar type shall be used. Batteries are to be inserted with the correct polarity. Exhausted batteries are to be removed from the toy. The supply terminals are not to be short-circuited. Supervise children if they are replacing batteries themselves to ensure these guidelines are followed. Store unused batteries in their packaging and away from metal objects which can cause a short-circuit. Caution: Keep batteries away from children. Batteries may be harmful if swallowed. Manufactured in China. Distributed by: Bandai UK Ltd, 37-39 Kew Foot Road, Richmond, TW9 2SS, UK. For further information email: support@bandaistore.co.uk or online at www.bandai.co.uk

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CAUTION: PLEASE READ BEFORE PLAYING WITH TOY

GB - Do not 1) aim toy at anyone, 2) hit anyone with toy, 3) poke anyone with toy, 4) swing toy at anyone, or 5) step on toy as it may result in serious injury. • Be careful not to pinch fingers with hinged parts of toy.

GB - WARNING! This product contains a button cell or a coin battery. A button cell or coin battery can cause serious internal chemical burns if swallowed. • WARNING: Dispose of used batteries immediately. Keep new and used batteries away from children. If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention.